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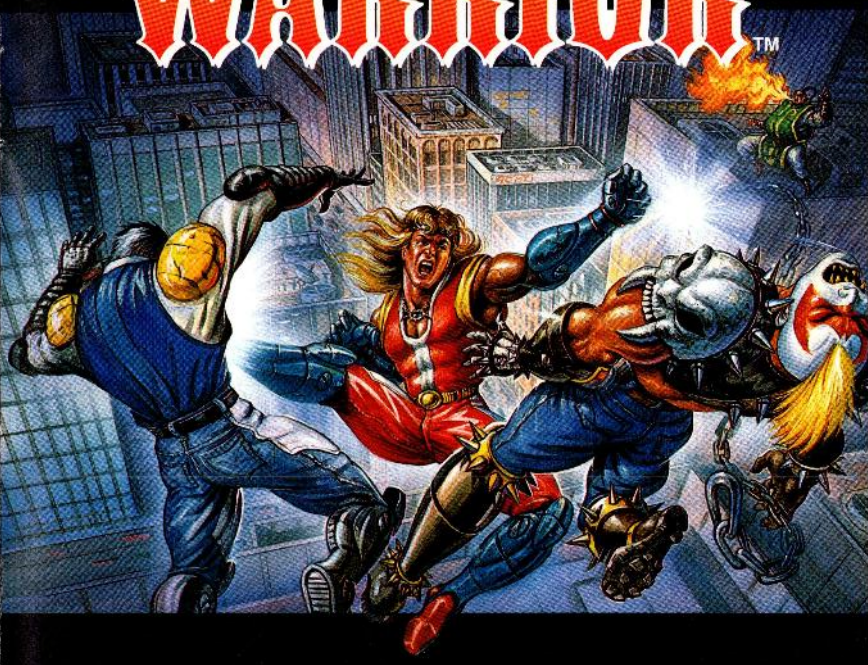
DOOMSDAY WARRIOR™



INSTRUCTION BOOKLET

RENOVATION PRODUCTS™

SUPER NINTENDO ENTERTAINMENT SYSTEM®

DOOMSDAY WARRIOR™

Thank you for purchasing this DOOMSDAY WARRIOR game pak from Renovation Products for the Super Nintendo Entertainment System. Please read this instruction manual carefully to ensure proper handling of your game pak.

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CLOSING IN ON THE DAY OF DOOM

No one thought it strange when for no apparent reason parking lots packed with cars became junkyards before the work day was over. When water supplies started to dwindle in many areas, and all tap water became undrinkable due to a strong metallic flavor people began to fear that nature was finally taking its toll on the way mankind lived.

Food became scarce and the world united in a perpetual famine as governments scrambled to keep the population alive. All this craziness had people really worried that the end was near, but the phenomenon that gave people a false sense of hope was the appearance of huge daisy flowers that popped up out of the demolished cars and flourished on the metallic water. Little did people realize that these flowers were quickly removing soil nutrients as far as 50 miles away.

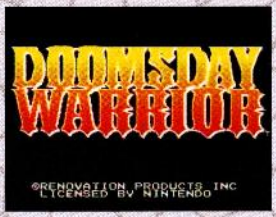
CLOSING IN ON THE DAY OF DOOM

Nature was not at the root of these problems. It was the work of the Doom Squad. An evil enchantress named Main came to Earth from the planet Dizzen and recruited the Doom Squad. Dizzen was over-populated so she wanted to use the Earth as a temple to her magical discipline. While the seven member Doom Squad began its assault on Earth, Main realized she had to change her attack methods. To be successful she primed the earth to become a gigantic battle arena to weed out a Doom Squad traitor who broke through Main's mind-controlling spell. One member didn't succumb to the spell because the collective good in man was powerful enough to turn one the other way.

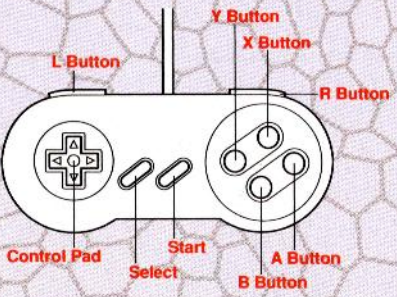
Main sent out the six Doom Squad members to end the uprising of the one with a strong will and mind. Can the spell-breaker survive and become the Doomsday Warrior before Main continues her diabolical plot to control Earth? The day of Doom is beckoning.

BASIC GAME CONTROLS

After inserting your "Doomsday Warrior" game pak into the slot, the game title screen will appear. Press the start button to bring up the game play menu. Move the control pad up or down to select game type or the options mode.



Control Pad	Mode and Character Select
Start	Pause game
Select	Not used
A button	Choose character
B button	Cancel selection



There are two different modes of play in "Doomsday Warrior." You can play a one-player game in which you choose a character to be the "Doomsday Warrior" and fight your way through the Doom Squad on your way to Main and her henchmen. Both the Normal Level and the Easy Level are the same, except for the level of skill required to excel. You can also play a two-player versus game where you and a friend (or maybe foe) each choose a member of the Doom Squad. Then you battle it out in a best-of-three match. You may use a character in the Versus mode with a password from the Normal Level.

THE DOOM SQUAD

Most of the Doom Squad members were recruited by Main from Earth, but there are a couple of creatures in the Doom Squad that are not from Earth. Decide which Doom Squad member you want to be the Doomsday Warrior and give it your best shot. The Earth is counting on you.

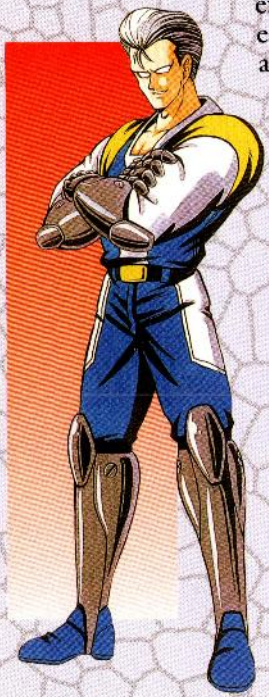
SLEDGE, HERO OF EARTH

Before being recruited by Main, Sledge was a powerful athlete. He was admired by millions of people for his frequent crimebusting in his home-town of New York. He kept in shape and in public view by playing four sports professionally —hockey, football, basketball and volleyball.

When Main interested him with her magical discipline, Sledge was quick to learn many powerful fighting techniques. He enjoys beating up cars since joining Main, and pokes fun at Layban since Layban cannot knock an engine out with one punch.

Everything he does is balanced. At first his quickness is lacking but he is the #1 fighter after a few victories. Be aware of his magic arrow attack when fighting against him.

LAYBAN, MILITARY DESERTER



Very similar in ability with Sledge except that he cannot thrash cars as easily. Layban was lured in by Main about the same time as Sledge so their strong magic attack techniques are comparable.

Once a respected military drill sergeant, Layban was a student of the martial arts. He left the military to pursue a career in pro wrestling but was banned from the sport after actually hurting another wrestler. His attitude at that time made him a prime candidate for Main.

He has a powerful kick attack and stunning arms. Watch out for his under-publicized arm chop attack that does serious damage.

AMON, HEAVY METAL KING

Coached Layban in his days as a pro wrestler. Occasionally left retirement to join Layban in tag team. Main lured Amon away from wrestling to pursue a career in rock and roll music. Low on talent but stuffed with cash, Amon corrupted youth with his songs and behavior. Rumors were printed in rock magazines about how Amon would assault rockers outside of clubs or concerts, beat them silly and force them to take tickets to Amon's performances.

Amon is perfect for the Doom Squad because of his new found bad attitude toward people and property. He has big power but does not have quick movement. He's the best in the Doom Squad at up close fighting. It is difficult to keep a distance from him because of his two powerful special attacks.

DAISY, DANCING PLANT GIRL

Daisy is an interesting woman in the fact that her blood and hair contain chlorophyll. She loves plants and flowers, and has frequently protected her lovely gardens from vandals with brute force and stamina. She almost fought Main over dandelions that Main spread in a garden to invoke a violent response out of Daisy. Before the confrontation occurred, Main showed Daisy how to pollinate giant flowers so that they will grow out of metal. Daisy then became a member of the Doom Sqaud.

Daisy has a powerful arm chop attack that is best when used repeatedly. Her jumping ability is second to none, giving her a good escape when things get heated. Her special leg whip attack is nothing to ignore when fighting against her.

P-LUMP, FAT BOMBER

P-Lump is a master of Chinese mystery and magic. Main actually used her spell on P-Lump to tap into his knowledge of the Chinese magic. He is a great fighter as well, using his magical abilities to fool opponents and control enemies.

The only thing that keeps P-Lump from being a master fighter is his lack of speed. P-Lump loves to eat and will do just about anything for anybody as long as food is involved. This is how Main hooked P-Lump into the Doom Squad. She showed him a good supply of cheese and bread in one part of a town and he went wild. All the members of the Doom Squad know that P-Lump starved out many people because he raged through the streets and ate all the town's food supply for that month.

His magic can be found in many areas, but particularly look out for his pony tail. If you stare at the braids too long he'll make you pay for it.

GRIMROCK, DIZZEN LIZARD

A native of Main's home planet, Grimrock is a powerful lizard with sharp claws that can stab a car and make it undrivable. He is one of the fastest members of the Doom Squad and while his lizard appearance may intimidate his cunning is not quite up to his human counterparts. He has a tendency to fight in a consistent matter.

Main reluctantly included Grimrock in the Doom Squad after her henchman Ashura insisted he be allowed to bring his pet. She was pleasantly surprised with Grimrock's abilities, intimidating appearance and speed. Grimrock has a brutal attack with claws and horns. He has protected his master on many occasions with his piercing horns.

NUFORM, LIVING LIQUID

Nuform is Main's pride and joy. Created from organic chemistry, Nuform is the only experiment in giving life to liquid material that succeeded. Nuform can change her figure to complement her quick and fluid motion, creating any of a number of weapons. Its punches are wicked, and the slip-slide attack can catch an opponent completely off-guard.

Water is the main thing that keeps Nuform going. It can repair any weakness or damage by submerging itself in water. The problem for the Earth is that the body gives off toxic material that can contaminate the water. If any plants get a hold of some of this water, they will grow immense but deplete the soil of nutrients.

This aspect of Nuform was an intentionally-designed feature. This makes Nuform an important part of Main's plot to make over Earth if not other nearby planets. It is recommended that Nuform be eliminated quickly before it does more damage than necessary.

WHAT'S HAPPENING HERE?

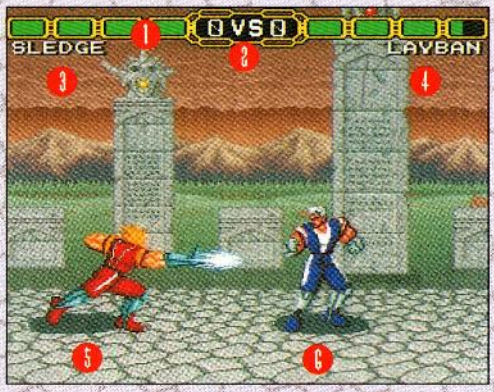
The screen below shows a typical match in Doomsday Warrior. Here is a guide to what you see on the screen:

1. Each player's hit points are divided into four sections. Each time a player takes a hit, hit points will be lost and meter will reduce. Depending on how built up your Vital Power is (see Gaining an Advantage) you can restore hit point power by standing away from your enemy and let the meter increase. The meter will increase only up to the end of the current block. Once a block has gone completely empty, its hit point power is lost.

2. Gives you the score in terms of matches won in that particular round.

3 & 4. The screen also shows you which warriors are fighting.

5 & 6. Player one starts on the left, player two on the right. When playing in the Easy or Normal modes, you will start on the left.



PUNCH. JUMP. KICK. SLAM. UGHHH!!!

Here is an outline of attacks and moves for each warrior. Some moves are the same with some warriors and others are different. Learn the moves then build a strategy of the best times to use a move.

SLEDGE

Technique	*Control Combination*
One-two jab	Y button
Upper cut	Y button + Up
Punch while crouching	Y button + Down
Standing kick(middle)	X button
Standing kick(high)	X button + Up
Sweep kick(low)	X button + Down
Jump	B button
Jump punch	Jump + Y button
Jump kick	Jump + X button
Jumping spin kick	Jump + Down + X

LAYBAN

Technique	*Control Combination*
Punch	Y button
Upper cut	Y button + Up
Punch while crouching	Y button + Down
Double kick	X button
High kick	X button + Up
Sweep kick(low)	X button + Down
Jump	B button
Jump punch	Jump + Y button
Jump kick	Jump + X button
Jumping spin kick	Jump + Down + X

AMON

Technique	*Control Combination*
Body blow	Y button
Hammer punch	Y button + Up
Punch while crouching	Y button + Down
Knee slam	X button
Sweep kick	X button + Down
Jump	B button
Jump hammer punch	Jump + Y button
Jump kick	Jump + X button
Flying body press	Jump + Down + Y

DAISY

Technique	*Control Combination*
Chop punch	Y button
Punch upward while crouching	Y button + Down
Kick	X button
Kick & flip	X button + Up
Sweep kick	X button + Down
Jump	B button
Jump punch	Jump + Y button
Jump kick	Jump + X button

P-LUMP

Technique	*Control Combination*
Punch	Y button
Punch while crouching	Y button + Down
Kick	X button
Pony tail attack	X button + Up
Sweep kick	X button + Down
Jump	B button
Jump jab	Jump + Y button
Jumping kick	Jump + X button
Head first dive	Jump + Down + Y

GRIMROCK

Technique	*Control Combination*
Punch	Y button
Head thrash	Y button + Down
Kick	X button
Mid-air flip/half tail whip	X button + Up
Full tail whip	X button + Down
Jump	B button
Jump flip/half tail whip	Jump + X button
Jumping vertical jab	Jump + Y button

NUFORM

Technique	*Control Combination*
Right arm punch	Y button
Left arm punch	Y button + Up
Punch while crouching	Y button + Down
Upper cut	X button
Extended upper cut	X button + Up
Slip-slide slam	X button + Down
Jump	B button
Jumping block form	Jump + Y button
Jumping spear form	Jump + X button
Jumping spread form	Jump + Down + Y
Jumping half moon form	Jump + Down + X

GAINING AN ADVANTAGE

After you win a match in either one player modes, a bonus point grid appears and you can build up your warrior. The number of hit point blocks you have remaining when you win the match directly corresponds to the number of blocks you can build with. For example, if you win with two blocks filled or partially filled, you will have two blocks to build your warrior.

There are four categories to build your warrior:

Arm Power: This will build the strength of an arm attack and cause more damage to the enemy based on how much strength has been built.

Leg Power: The same holds true for this category.

Def Power: Refers to your defense and measures how much damage you will take when hit. The higher the defense is built up, the less damage per hit you will take.

Vital Power: Determines how quickly you recover your hit points. The higher the value in Vital Power, the quicker you will recover hit points.

Soul Power: Allows you the opportunity of miraculous recovery. If your warrior is down to very low hit points, the higher value of soul power creates a greater chance for your warrior to "come out of nowhere" and win the match. It is possible to pelt an opponent with attacks and win, but it is easier to do when your soul power is high.

Each hit point block you gain from winning the match will add power to a category. The amount of power you start with and the amount of power you can add with each victory depends on the Doom Squad character you are fighting with and which mode of play you have chosen. Determine which attacks work best with your character, and build that character to the maximum of the category for best fighting results.

Easy Mode

Normal Mode

ESSENTIALS FOR SURVIVAL

Like every good warrior each member of the Doom Squad has some special attacks and moves which cannot be duplicated by any other member. In order to assure victory, it is essential to find these special moves, utilize them and figure out how to guard against the other one's special attacks.

To figure these moves out, experiment with many other combinations not outlined in this manual. Get to know your warrior well by finding these secret attacks and you'll be a champion Doomsday Warrior in no time.

Here's something to go on. Try using the L and R buttons at the top of the controller to block an attack by the enemy. You will still take damage if you are hit, but how built up your Defense Power is (see Gaining an Advantage) determines how much damage you take. Either way, a block is better than taking a direct hit.

Also, many special moves are controlled by the same combination used on a different warrior. Once you figure out one move, try the combination on another warrior and see what happens.

You can almost assure yourself of victory by consistently using these secret, special attacks. It is also a good tactic to start with one warrior and stay with that warrior until you are victorious. Then, go back and try and duplicate some of the moves the computer did against you with another warrior.

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